

			(view adj point)) same (change or changing or changed or switch or switching or switched) same (scene or frame)) and nintendo.as. and miyamoto.in.
S280	09/902,224	PGPB,USPT	
S279	09/902,224	PGPB,USPT	((position or coordinates!) near3 (character or player or participant or avatar)) same (change or changing or changed or switch or switching or switched or new) same (scene or frame)) and (463/4\$.ccls.)
S278	09/902,224	PGPB,USPT	((position or coordinates!) near3 (character or player or participant or avatar)) same (change or changing or changed or switch or switching or switched or new) same (scene or frame)) and (345/419.ccls. or 345/473.ccls.)
			((position or coordinates!)

S277	09/902,224	PGPB,USPT	same (character or player or participant or avatar) same (change or changing or changed or switch or switching or switched or new) same (scene or frame)) and (345/419.ccls. or 345/473.ccls.)
S276	09/902,224	USPT	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched) same (scene or frame)) and 463/\$.ccls.
S275	09/902,224	USPT	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or

			switch or switching or switched)) and 463/\$.ccls.	
S274	09/902,224	USOC,EPAB,JPAB,DWPI,TDBD	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched)) and (345/\$.ccls. or 463/\$.ccls.)	
S273	09/902,224	PGPB	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched)) and (345/\$.ccls. or 463/\$.ccls.) and (motion adj vector)	
			((position or coordinates!) same (character or player or participant or avatar)) same	

S272	09/902,224	USPT	(camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched)) and (345/\$.ccls. or 463/\$.ccls.) and (motion adj vector)
S271	09/902,224	USPT	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched)) and (345/\$.ccls. or 463/\$.ccls.)
S270	09/902,224	USPT	((position or coordinates!) same (character or player or participant or avatar)) same (camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched)

S269	09/902,224	USPT	((motion adj vector) same ((position or coordinates!) near3 (character or player or participant or avatar))) and ((camera or view or viewpoint or (view adj point)) same (change or changing or changed or switch or switching or switched))
S268	09/902,224	USPT	((motion adj vector) same ((position or coordinates!) near3 (character or player or participant or avatar)))
S267	09/902,224	PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD	(character or player or participant or avatar) same (change or changing or changed or switch or switching or switched) same scene same (direction or viewpoint or (view adj point))
			5729665.pn. or 5727220.pn. or 5778377.pn. or 5970219.pn. or 5937153.pn. or 6104408.pn. or